



2017 Vidya Gaem Awards
Award Speeches

Speeches from the 2017 Vidya Gaem Awards

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Least Worst Award for least worst game of the year

WINNER: Nier: Automata

Providing the conclusion to the Nier storyline, and wrapping up one of the Drakengard universes, Yoko Taro gave us a fantastic set of characters, gameplay, and storytelling in Automata. The game sets out to end the cycle of violence and destruction Earth has been infested with since the departure of humanity, but this process is complicated when our heroes no longer become pawns in the grand scheme of things, but self-aware of their destiny. It's no surprise this won last year's Hype Machine Award -- because when humanity fails, who else will come to pick up the pieces?

PlatinumGames is no stranger to the /v/GAs, but they truly outdid themselves this time, picking up awards that earlier games like Metal Gear Rising and Bayonetta 2 couldn't reach. Their handiwork is apparent, giving us a fun, fast-paced and extreme sense of satisfaction as we follow this crowd of characters to the very end. And, each time you think it's over, there's another arc of story on the horizon. Instead of badgering the player for loose change at every turn, the game puts your money to work on this fully-featured experience, granting unique perspectives on for the player on each run. Far from a New Game+, this technique further incentivizes you to catch every piece of information or content that slipped by, and most won't be satisfied until you discovered it all. Rarely does a hack-and-slash RPG come made with this much love and attention crafted into it, but Automata turned out to be that game. In a year that featured some of gaming's most blockbuster titles, Nier: Automata rose above the competition, showing once more that hard work pays off.

Most Hated Award for most hated game of the year**WINNER: Star Wars Battlefront II**

Like some strange bizarro-world, 2017's Battlefront II is to decay as Pandemic's Battlefront II is to improvement. They had their license, they had their prequel, they had their feedback, and they did nothing with it. The areas they did decide to build upon, such as the addition of a single-player campaign, or more heroes in multiplayer, were either hindered by their low quality, or protective restraint respectively. Think back to the older titles in the Star Wars franchise - The games branched out into so many different genres from MMOs, racing games, flight simulators, and even games featuring Kyle Katarn, Star Wars was able to apply itself across the board, and they were able to do it well. Now, however, we're going to forever be reduced to Battlefield reskins, whether you like it or not. When Iger himself calls you up to ask what the hell you're doing, you know you've fucked up. And as flawed as the other games on this list are, none can say they've earned the wrath of the mouse. Ho ho!

HALL-A Award for best writing

WINNER: Nier: Automata

Taro sure does love his storytelling, doesn't he? An adventure through post-apocalyptic Earth culminates in several different endings, some heart-breaking, some silly, all establish the narrative through different perspectives and mediums. Remember, this a game in which the player doesn't get the full story unless if they beat the game five times. Nier thrives on the interactions between 9S and 2B to help further flesh out their characters, and uses side quests to reveal important information about both the world of Automata. The game manages to be the more optimistic of the Drakengard series, showing how humanity and its creations can escape the cycle of violence and hatred. Of course, like the game itself, we have 26 ways to end this speech, but only one of them ends the way you want.

 **Award for worst writing:**
WINNER: Mass Effect: Andromeda

Who on terra firma witnessed this approaching? Excellent abstraction as we aren't on terra firma though, we're in the Andromeda Extragalactic Nebulae! A topographic point where we are capable of pretermitting the imperfections of quondam, an unexampled boundary where humanness has ne'er approached prior, a readjust release where we can- and everything went to shit. Once more. The only fluctuation is that this figure took deuce-ace hours to metamorphose timeworn, and haggard, aside from ternion video romps. Andromeda is perchance the unsurpassable internal representation of a squandered possibleness, where they could have made a diverting infinite expanse dangerous undertaking where you investigate the macrocosm and substantiate a bridgehead, they settled as an alternative to opt for what they're incomparable, or mayhap, inferior with; Nervy personation departing on an escapade to terminate an ancient mephistophelian. It's the unvarying quotidian, performed no better than it was the utmost influence Bioware attempted to fashion an assemblage occupied with attribute and character beyond soapbox theatrical roles. The distressing conception of the cognitive content is, the effectuation Bioware approximated Andromeda, it's overt they cared more astir exploring *your squadmate's* consistence than ethereal ones.

Guilty Pleasure Award for the game I like but /v/ hates
WINNER: Doki Doki Literature Club

This game managed to do what we all wish visual novels could; shatter the hopes and dreams of countless weebs everywhere. Doki Doki Literature Club came out of nowhere and attracted a ton of attention for what seemed to be another shitty free-to-play waifu sim. A quick glance without reading into the game would indicate that it's like any other VN: focused on four cute anime girls and that all is well, but the further you play, the more you begin to realize things aren't quite as they seem. Of course, this hint is dropped the moment you look at Steam's tags, but it dedicates so much time to building up this facade that you would eventually just forget about them. Team Salvato's efforts in keeping up the charade at least tries to let blind runs be done properly, baiting in streamers from across the globe to make silly faces for free cash. Still, with fame comes infamy, as the game's 400+ general count would come to pollute the once-pleasant discussions on /v/, there are a few who still hold onto the foolish thought that maybe someday it can be discussed once more. But until then, they'll bide their time and wait, making a few more dozen threads asking what the board thought of it.

Seriously, take that shit to >>>/vg/.

DeviantArt Award for worst character

WINNER: Peebee

Peebee gives credit to the phrase "looks aren't everything." That's why she's here, her personality is just as obnoxious. BioWare's usual take on the quirky, silly femme-fatale super genius has been played time and time again in the past, but where others like Tali and Liara managed to garner some affection due to their underplayed, quiet nature, it becomes increasingly obvious that those personalities don't carry over well, especially if the character is intentionally trying to appear that way. Her goofball antics are just as jarring in several situations where, even for a BioWare game, you expect a level of seriousness. Advancing your relationship with her requires some dumb decisions and equally stupid lines. Everything about her character feels like it was written ironically, as if your crew should have eliminated her when they had the chance.

/v/irgin Award for best new IP

WINNER: Cuphead

Like it was stewing in a crock pot all these years, the longer we waited, *the better it got*. Yes, the boys got themselves into quite a predicament here, and what an adventure it turns out to be! Cuphead's unique combination of style and substance gives it the cover it needs to lure you in and break your spirit, having both artistic appearances and autistic difficulty. It's certainly had its share of shitposts, but to everyone's surprise, it actually deserves the love and attention of a blockbusting vaudeville thriller. Cuphead's challenging-fun experience is topped off by its big-band and ragtime musical score, rubber-hose animation, and a lovable cast of silly characters. The game deserves all the recognition it gets, and for once, /v/ is finding itself praising a literal Chad.

Hate Machine Award for crimes against gaming

WINNER: Electronic Arts

At some point we'll need to stop having this fucking award. EA probably had one of their worst years in history, as it failed to deliver anything good with multiple games like Mass Effect Andromeda and Star Wars Battlefront II. But then there's the elephant in the room. Look, it's not unheard of to milk the shit out of your games, but usually the publishers aren't dumb enough to lock half of its actual content behind an array of lootboxes, while still charging gamers full price. Unfortunately, this isn't any ordinary stupid we're dealing with, here. By setting the requirements to unlock characters so high on launch, it would take people about 40 hours of multiplayer to unlock a single character. To put that into context, you can beat Sonic Forces ten times in the amount of time it takes to play as Darth Vader or Yoda. But at least they took out the lootboxes, right? Oh shit, wait...fuck.. I guess they're coming back already. Well I guess they can't sell games as a service if they don't charge you for that service. That'll be \$4.99, plus tip.

Niche Award for best game nobody played

WINNER: Puyo Puyo Tetris

The six of us who bought this game must be pretty pumped right about now, I'd imagine. Yes, it's the best of both worlds, bringing together a titanic series and Puyo Puyo, long forgotten by both East and West, to some unholy communion dedicated to nervous laughter and ripping out hair. The game's fun story mode will give you some laughs, and ease you into the mechanics, but may God have mercy on your soul when it comes to the two games swapping out or fusing together like some kind of inbred Voltron. Puyo Puyo Tetris slipped under everyone's radar as a result of Sega focusing on Sonic and Miku this year, but it seems to have found its place among the fans. It's merciless, it's balls-to-the-wall, it's got cute girls, even cuter blocks, and it's so god damned fun that it fit this award like an I-block in the corner of your grid.

A E S T H E T I C S Award for best visual aesthetics
WINNER: Cuphead

Though Studio MDHR lacks the prestigious polish that can only come from a \$200,000 CalArts degree, Cuphead harks back to the Golden Age of Animation, something that South Korean slaves, sadly, have been unable to recreate. Studio MDHR worked painstakingly hard on every frame of animation with such passion, that it's probably the first animation /co/ has enjoyed in the last decade. The character designs are spot-on, the score is diverse, and its animations and effects are both gorgeous. The boys did their research, setting the standards for an art style that had never really been done all that well before. From vivid colors to fascinating new ideas, Cuphead is the result of just a few lads who loved games so much, they wanted to share that love to everyone else in the world.

(Duke kisses the audience) 

(Duke's kisses continue)  

(Duke's KISSING INTENSIFIES)



Tablet Mode Award for worst visuals**WINNER: Mass Effect: Andromeda**

BioWare's graphics have never truly been top-notch, but they've never been shy to show what a game will look like as a final product. Dragon Age 2, in particular, was notorious for having some of the worst promotional images /v/ have ever seen. The unveiling of Mass Effect: Andromeda, however, would result in a plethora of bull shots and pre-rendered cinematic footage devised entirely for the gaming press, which sadly, wasn't all that impressive. By the time the first trailer had uploaded to YouTube, /v/ had already chruned out countless webm's from the reveal hours earlier. When the game released in March, it wasn't as bad as we all thought it would be; it was immensely worse. Somehow they skipped the part where you downgrade the game from the E3 promo, and went straight to the part where you begin to deconstruct it. From horrid bugs, to insane glitches, graphics and animation that even made its own fans groan, Bioware's ineptitude slipped through the cracks once more, but who can really blame them? They're only human after all.

Comfy Award for comfiest game

WINNER: The Legend of Zelda: Breath of the Wild

Introduction:

T'was Awards Night on 4chan, and all through the stream

We looked back at the vidya, the culture, and memes
A good crop we had on the Switch and the Bone
and PS4 had a few things of its own

As gamers, we're cunning and smarter than foxes
We'll love what you do If you can the loot boxes

And 4chan, and Reddit, and what's left of GAF
could join in this night, for a cringe, and a laugh

The next winner's pleasant, beloved wide and far
It's the Comfy Award, and the nominees are:

Speech:

Come, little anon, take a seat on my lap.
Today we'll talk about a game that's not crap.
A game where you can run, soar and fly,
a game where you can stop, and take a deep sigh.
A big old world, with sights to see,
and seeds to collect, anywhere you can be.
You've got horses and shrines, and dynamic grass,
and a cute little Zelda with a tight little ass.
A game you can play, naked in confinement;
See that mountain? That's right, you can climb it.

Plot and Backstory Award for best representation of women
WINNER: Nier: Automata

The shocking surprise that nobody could have predicted!

clears throat

2B's salacious fart box has completely crushed the competition this year, though unfortunately not me. Call it what you will; dump truck, derriere, two scoops, sweet rolls, Little Debbies, meat seats, jiggle jams, pudding cups, it matters not. The insatiable smell taunts us like a steaming ribeye, topped with a drizzle of au jus. Even Platinum knew what you were expecting. I mean, come on. The game gives you an achievement for trying to see up her disk drive. "But that's not all she has going for her either!", you may point out. Those smooth, high-heeled boots. That perfectly-placed keyhole. The blindfold, so she can't see your embarrassingly small erection. She's strong, she's kind, and she doesn't rely on being saved by other characters... No matter what you're into, she has something to appeal towards everyone. Yes, 2B has truly earned her place amongst the gaming goddesses, giving a new meaning to the phrase "robbutt." Oh, and uh, A9 exists too I guess.

Hyperbole Award for best trailer
WINNER: Death Stranding

FADE IN:

EXT. THE 2017 DEATH STRANDING GAME AWARDS TRAILER.

BEATSTAR
Death Stranding.

JAB50YEN
Death Stranding.

DONNY Q
Death Stranding.

DONNY Q
(IN GILBERT GOTTFRIED VOICE)
Death Stranding.

JOHNCUCK
Death Stranding.

CHORUS
(DISTORTED)
METAL GEAR SOLID V!

(There is an explosion and the screen fades to white.)

LOW ROAR
Yeah, I'll keep coming.

2013 DUKE
We had the sneaking suspicion that this might be Snake's next sneaking mission. Uh... heh. And, with the release of the new trailer, our hunch was finally confirmed.

LOW ROAR
Yeah, I'll keep coming.

2014 DUKE
Another decent piece of direction in Hideo Kojima's portfolio. We live in hyperbolic that the games can replicate this consistent quality.

LOW ROAR

Yeah, I'll keep coming.

2015 VOICEGUY

No, no I'm sick of this fucking shit. You caused this to sweep multiple years in a row. Guess what the winner of next year's best trailer award is going to be? It goes to fucking Metal Gear Solid V as well. Fuck you, I quit.

LOW ROAR

Yeah, I'll keep coming.

2016 DUKE

You thought it was over? Three fucking years of this shit! Okay, let's cut to the chase right here. The Japanese hype man is really fucking good at making trailers.

LOW ROAR

Yeah, I'll keep coming.

(The camera goes inside of SAM BRIDGES mouth and into his esophagus. We see a baby give the thumbs up before the camera retreats out of SAM BRIDGES body via his mouth.)

LOW ROAR

Yeah, I'll keep coming.

DUKE

Kojima-san. Hi. It's me, Duke. If you could just release this fucking game. Pretty please? I'm fucking begging you.

PIXEL5 Award for most pretentious indie game

WINNER: Life is Strange: Before the Storm

Can somebody tell me why this game exists? Why even bother playing it, knowing full well what happens to them in the original game? None of them were really great enough characters to justify more. We all knew Chloe was a middle-aged writer's attempt at sounding young; the last thing we needed was for them to try and sound younger. Was it made to give us more insight as to why we should hate everything and everybody in this town? To make it all the more satisfying to see her in that bed as an invalid? Basically everything that happens in this game just makes you further hate everyone in this town, but it just does so with a slightly different coat of paint. Prequels are hard to master, especially when they're centered around dead characters, but let's just hope we won't be seeing the series drudged up again anytime soon-

Wait, shit. Dontnod already announced they were working on a sequel.

See you again next year, perhaps this one will be set at a time before Chloe was born.

PaRappa The Award for best soundtrack
WINNER: Nier: Automata

FADE IN

MASTER ONION

Hiyatatatata-ta!

Here we go, I won't cut you slack.

It is time to award the best
soundtrack. Hugh!

MASTER ONION

Bing Bing wahoo!

PARAPPA

Bing Bing wahoo!

MASTER ONION

Collect all the Moons!

PARAPPA

Collect all the Moons!

MASTER ONION

Make the Cappy fly!

PARAPPA

Make the Cappy fly!

MASTER ONION

Dive into their mind!

PARAPPA

Dive into their mind!

MASTER ONION

Dash, jump and run!

PARAPPA

Dash, jump and run!

MASTER ONION

Hard games are fun!

PARAPPA

Hard games are fun!

MASTER ONION

It is understood

PARAPPA

It is understood

MASTER ONION

You have to get good!

PARAPPA

I have...

(PaRappa hesitates.)

Have to get good?

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MASTER ONION
Catch a robo-fish!
PARAPPA
Catch a robo-fish!

MASTER ONION
Balance out your chips!
PARAPPA
Balance out my chips!

MASTER ONION
After you attack...
PARAPPA
After I attack...

MASTER ONION
Admire 2B's ass!
PARAPPA
Gotta love dat ass!

MASTER ONION
Now fight!
PARAPPA
Fight!

MASTER ONION
Think!
PARAPPA
Think!

MASTER ONION
And Dance!
PARAPPA
Dance!

MASTER ONION
And Link!
PARAPPA
Link!

MASTER ONION
Now Summon!
PARAPPA
Summon!

MASTER ONION
And Shoot!
PARAPPA
Shoot!

MASTER ONION
Now give these freaks the boot!
PARAPPA

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Yeah, give these freaks the boot!

MASTER ONION

Jump onto a spring!

PARAPPA

Jump onto a spring!

MASTER ONION

Now a giant ring!

PARAPPA

Now a giant ring!

MASTER ONION

When you do get there...

PARAPPA

When I do get there...

MASTER ONION

Outline with a square!

PARAPPA

Outline with a square!

MASTER ONION

Now your flow, cannot be ignored

and you will present the

soundtrack award! Hugh!

PARAPPA

Now my flow, it can't be ignored

and here is the winner of the

soundtrack award! Hugh!

FADE OUT

CUT TO: WINNER

DUKE

Keiichi Okabe presented us with fantastic works with his last two Taro games, and only continues the trend in Automata. Nier Automata's soundtrack covers a wide range of emotions from somber to cheerful and tense to peaceful, this time even incorporating dynamic music with as many as nine different stems dedicated to a single track. A lot of love went into the creation of Automata's soundtrack, and that emotion comes through in each song.

It's fast, calming, somber, depressing, joyful and it blends together perfectly. The entire soundtrack is good in its own right, but it's the subtleties that you would miss without examining it on its own that earned the game its position. Okabe's work shined through, exemplifying his passion for the project, bringing us one of the most dynamic and impressive soundtracks we've ever heard.

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Seal of Quality Award for biggest technical blunder

WINNER: Mass Effect: Andromeda

Here we are, nearly a year after launch, and it still plays like it wasn't even tested. We all expected it to be a disaster from the previews, but holy fuck, we didn't expect it to be this bad. Massive slowdowns in performance, models and textures popping in, awful motion capture rigging, embarrassingly obvious oversights, the list just goes on. The game was notorious for having far too many goals in mind for their small and inexperienced team, but by the time they had trimmed down the fat and found what they wanted to make, five years had passed, and their \$40 million budget had already been blown through.

As many bad games as EA has published, I don't think it's too often that an entire major studio branch gets shut down after their first game in an established series. Regardless of whether or not you think the game is redeemable in other respects, it's hard to deny the obvious technical flaws that remain to this day. We're still not quite sure how they expected to shove this out the door and not get any flack for it, but I guess crunch time is a hell of a drug.

Press X to Win Award for worst gameplay

WINNER: Mass Effect: Andromeda

Andromeda is a showcase of the decade long metamorphosis the Mass Effect series underwent; from a clunky, yet endearing RPG, to a generic space shooter with "RPG elements." Taking no hints from other open world games, the environments usually resulted in massive, empty areas with little or nothing of value in between points A and B, and some rocks to point your wrist at. The shooting mechanics were painfully average, online gameplay was almost nonexistent after a week, exploration wasn't that interesting, and your squad was just dreadful to interact with. The original series had some moments of downtime in between the missions, but Andromeda just swapped the two so you had some moments of action spread out instead.

In the end, the troubled development process shines through the smoke and mirrors, as just about every aspect they sought to improve upon with such an overplanned sequel ended up downgraded in some way from its predecessors. Think back to Mass Effect 1, and how much time you spent just randomly shooting your pistol on the Citadel. The most entertaining part of Andromeda was doing that, but with your jetpack.

Worst Publisher Award for worst publisher of 2017

WINNER: Electronic Arts

For a company with two giant golden turds on their mantle, you'd imagine they would eventually start to get the hint, yet for I don't even know how many years in a row, EA has fucked us once more, and never even bothered to call in the morning. Whether it's nickel-and-diming your dedicated fans, or pissing off the ones belonging to another franchise entirely, EA's shitty practices continue to scourge the gaming world more and more every year. Between the Star Wars lovers, the Mass Effect fanbase, and the general gaming community as a whole, I'm not sure who should be most upset.

Unfortunately, it looks like yet again they've failed to learn a single lesson from their controversies as they're already back at it again. I've got to say, it takes some serious dedication on their part to effectively piss off half the internet every other week but spending that much time and effort should give them a good sense of pride and accomplishment every time they finally win these awards.

Good Deed Award for redemption in gaming
WINNER: Nintendo

Nintendo threw a real curveball at us with the reveal of the Switch; just what in the hell was that thing anyway? Nobody really had any clue what to expect, but somehow they put out some fucking great games, and a nifty little device to go along with it. Nintendo rose from their ashes like a phoenix and has churned out what looks to be smashing sales records here and there. They've winning back the trust the Wii U cost them. Learning to adapt and drop some of the more archaic features of video games in the past has helped the quality of their consoles immensely this year.

Region-locking is gone, storage is no longer read in "blocks", most demos aren't limited-use, and games update and get DLC without a hassle. The solid first-party titles, remastered Wii U titles that were once overlooked, and a surprising amount of otherwise oddly-chosen third-party titles have given it an interesting first-year lineup that landed it some brownie points after the last few years. Hell, even the Metroid fans had some stuff in the pipes for once. Under any other brand, pumping out an underpowered handheld is considered a killing blow, but it's okay when *Nintendo does it*.

Kamige Award for best eroge

WINNER: Nekopara Vol. 3

A cat is fine too. A cat harem is even finer. Nekopara's back for its third (technically fourth) installment, and drags you back to the cat-girl bakery, La Soleil, to embrace this honestly degenerate and shameless world. Once again, you're put back into the control of Kashou to solve whatever problems that Cinnamon and Maple may come across with lessons on "comforting" people. Joined by their numerous friends conveniently spanning several different body and personality types, you run your little shop, and handle plenty of spoons and cream while you spoon and cream. Remember to lock your door, turn up chest bounce for maximum jigglin', and get that H-scene box marked for a hell of a good time.

/vr/ Award for best game from 1997

WINNER: Castlevania: Symphony of the Night

What is a masterpiece? A game that would go on to establish the direction of the series. If that alone doesn't state how great it was, I don't know what will. For the first time since Castlevania 3, you played as Alucard himself, sprawling through the labyrinth of his father's manor like an open world, searching for Richter and learning the mystery of his strange behavior. Delve through every nook and cranny? You'll even be rewarded with a completely inverted map, doubling the size of the game. Want a new experience? Play Richter mode, giving the game an entirely different pace and playstyle. The expansion on RPG elements lets casuals grind past tough spots, while skillful players can use their reactions and intuition to blow right through it. Symphony of the Night was an adventure in the series like we had never seen before, and is still to this day held in the hearts of millions as one of their favorite games, even after all these years.

Unregistered Hypercam Award for best game from 2007

WINNER: Super Mario Galaxy

The world was not enough for Mario, so he took players to space. Super Mario Galaxy treads that nostalgic and familiar 3D Mario movement people come to expect from Mario 64 and Sunshine and into something new and original. Every world is unique and different, and every area is captured with that consistent new frontier theme, etched into the music composition. The gravity mechanic was a novel idea that gave the game some great mechanics, coupled with some fun power-ups, Luigi being Luigi, and introducing the best girl of the series. A solid bing bing wahoo, that makes great use of the Wii's controls, and introduces a girlfriend mode, so you can spend the evening with the one you love working together. If you thought Galaxy was great, though, just wait until the 2020 /v/GA's when its improved sequel gets nominated.

"Hello, Fellow Posters" Award for most blatantly promoted game

WINNER: PlayerUnknown's Battlegrounds

A wise man once told me: "Sir, you have to pay for that lo mein." I don't speak Mandarin, but those words really stuck with me as I brisked out of the restaurant, faster than my mind could think, just like PlayerUnknown's Battlegrounds. You could record yourself enjoying it, and it comes in varying levels of salt content. And like my lifetime ban from that wise man's restaurant, PUBG results in its own Hunger Games, where one struggles to survive against the odds as they scrounge around for whatever they can find. Truly a remarkable experience, unlike anything you could ever imagine. You should stop playing Fortnite and purchase PUBG so you too can know what this experience is like. And hell, convince your friends to buy it too. It's best experienced in groups. Don't forget about buying on the Xbox One, to play with all your console friends, just make sure it's an Xbox One X for the best experience. It's the most played game on Steam, after all, three million peak players can't be wrong!